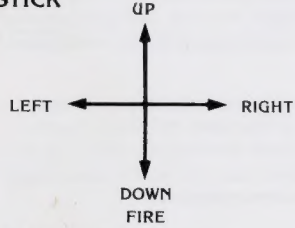


BASKET MASTER ... the latest sports blockbuster!
An all-action bonanza as you face either the computer or take on your friends in a frantic head-to-head tussle with one of the fastest sports around.
Stay on your toes as you dribble the ball down the court, your opponent hot on your heels, then with a steady hand and a keen eye shoot for a basket, it's fast, it's furious, it's fun. Defend your zone, tackle your opponent, race against the clock as your run, turn, leap then slam-dunk the ball through the net.
Watch your moves in slow-motion replay and hear the crowd go wild.
It's 3-D action all the way with brilliant high-resolution graphics and stunningly authentic sound effects in this superb sports simulation from Imagine.
Go for it! Be a Basket Master!

LOADING
Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

CONTROLS
The game is controlled by joystick
JOYSTICK



PLAY OPTIONS
ONE PLAYER
You must play against the machine, which simulates professional basketball style of play.
TWO PLAYERS
You can compete against your friends and test your skills in Basketball.

LEVELS
You are allowed to select one of three gamelevels, BEGINNER, AMATEUR or NBA. (It is very difficult to win on this last level).

CHANGE NAMES
Enter your name into the left court, (if two players take part, into whichever side you are playing).

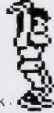
CONTROL OF THE PLAYERS

ADVANCE AND DIRECTION
The joystick makes the player advance in the desired direction. So if the player isn't

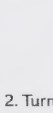
carrying the orientation of his body will coincide with the direction in which he advances. However if the player is carrying the ball the orientation of his body doesn't change, but he will move in the chosen direction, thus being able to keep the ball away from the opponent. If when carrying the ball you wish to change the orientation of the player's body press the joystick in the direction chosen and, right after, without letting the joystick go, press the Fire button. Once the player has reached the desired orientation release the fire button.

THROWING

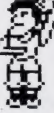
When you have the ball you can throw towards the basket in the following manner: Pressing the fire button only the player will jump, with a second press the player will throw the ball in the way best suited to the orientation of his body.
Example:



1. Sky-hook



2. Turning half way around



3. Forward etc

SLAM-DUNKS

To perform a slam-dunk it is necessary to be in the zone directly under the basket. By pressing the fire button only the player will rise until he slams the ball in the basket. While rising decide which type of slam-dunk we want to perform by using the joystick.

STEALING THE BALL

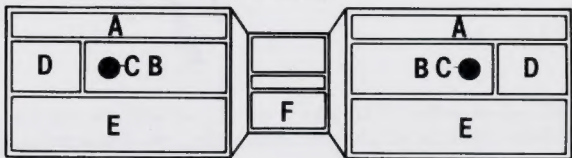
In order to take the ball away from the opponent, approach him, pressure him, watch his movements and, at the moment he isn't covering the ball, snatch it away by pressing the fire button.

REBOUNDS

To capture a rebound you must pay close attention to the shadow of the ball in order to detect where it is going. Jump up and capture the ball using the fire button.

STRUCTURE OF THE SCOREBOARD

A - Energy bar indicates the physical state of the player.
B - Personal foul counter indicates how many fouls a player has committed.
C - Indicates how close the ball is to you when a ball appears it means that you are in an ideal position to capture it.
D - Scoreboard counter keeps track of each player's points.
E - Message area indicates the name of the player who has committed foul and type of foul.
F - Chronograph times the 5 minutes of each period.



PLAYING STRATEGIES

STEALING THE BALL

Cover the ball when attacking right after stealing it, thus preventing the opponent from getting it back.

DRIBBLING

Controlling the orientation of the player's body will allow you to change direction and thus dribble the ball away from the opponent and gain a good position for throwing.

COVERING THE ZONE

The computer simulator's strong point is slamming the ball down the basket when in the zone. To avoid this, cover the zone and force him to throw from farther away.

INTERCEPTING THE BALL

Pay attention to your opponent when he throws from far away. Get near him, jump and you will intercept an otherwise sure basket.

TIREDFNESS AND ENERGY

Take advantage of your moments of maximum energy and recover your strength when you are feeling weak. Try to tire out your opponent. The effectiveness of your throw is determined in part by tiredness, and remember, you can't perform a slam-dunk if you are tired out. Keep an eye on the bar on the scoreboard indicating your energy level.

INFRACTIONS

The software reorganises the following infractions:
1. Travelling back-court
2. Out
3. Personal fouls — avoid committing any of them.

PERSONAL FOULS

They can be committed when attacking or defending.
When attacking you must avoid contact with the opponent when approaching the basket. Be careful with slam-dunks when the opponent is defending his zone.
When defending you must avoid stealing the ball if it is properly covered by the opponent and never pressure from behind.

ACTION REPLAYS

Whenever a slam-dunk takes place the repetition of the play will appear in close-up and slow-motion.

HALF-TIME, STATISTICS AND END OF THE MATCH

The match is made up of two periods of 5 minutes' playing time with a half-time rest. During the half-time and at the end of the game a statistical table with percentages and results of each player will appear on the screen.
The game can also end when one of the players is expelled because he has committed too many fouls, which means that even if you're ahead on the scoreboard, you still lose.
GOOD SHOOTING!

BASKET MASTER

Its program code, graphic representation and artwork are the copyright of Imagine Software and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software. All rights reserved worldwide.
This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT DIRECT TO:
Mr. Yates, Imagine Software, 6 Central Street, Manchester M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.
© Game design Dinamic Programmed by Gary Biasillo Graphics by Lee Cawley Produced by D.C. Ward © 1987 Imagine Software.

FIVE BRILLIANT SPORT ACTION GAMES COMMODORE CASSETTE



“RUN THE GAUNTLET” — T.V. competition spectacular

Compete as one of the teams in the “Run The Gauntlet” contest.
Your task is to win a whole programme from the spectacular T.V. series with all the exciting events included — battle to retain control of fast moving craft on land and water, power up the assault course dodging explosions, and keep ahead of the competition pacers, enough ahead to win that most coveted of trophies — Run The Gauntlet.

THE CHALLENGE

The “Run The Gauntlet” challenge is divided into three events which are picked at random from the many in store. Each event consists of three segments which can be either on land, water or the hill (assault course). Complete the challenge with the best score and you'll be awarded the “Run The Gauntlet” trophy. The vehicles you will be competing with are fast and exciting.

VEHICLE	CHARACTERISTICS
HOVERCRAFT	TRICKY TO HANDLE
SPEEDBOATS	VERY FAST AND MANOEUVRABLE
JET SKIS	FAST WITH VERY TIGHT TURNS
INFLATABLES	MODERATE SPEED
BUGGYS	FAST 1 MAN BUGGY
QUADS	FAST 4 WHEEL BIKES
SUPERCATS	AMPHIBIOUS 6 WHEEL ALL-TERRAIN VEHICLE

LOADING CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instructions — PRESS PLAY ON TAPE. This program will then load automatically. For C128 Loading type GO 64 (RETURN), then follow C64 instructions. THE PROGRAM WILL DISPLAY THE SECTION TO LOAD FROM TAPE.

PLEASE NOTE: When on screen message “SEARCHING FOR INTRO 00” appears, please reset your tape counter to zero.

If you are disqualified at any time, rewind the tape to zero on your tape counter, not to the beginning of the cassette, and press play.

N.B. The events are loaded in the following order:-

INTRO (Introduction)
WATER
HILL
OFF ROAD
If asked to load an event prior to the one just played, rewind cassette to zero and press play.
It is advisable to note down the cassette index number for each event this allows the player to go to each event more quickly.

THE SECTION OF DATA LOADING WILL BE INDICATED ON THE SCREEN AT ALL TIMES FOR YOUR REFERENCE.

GAMEPLAY AND CONTROLS

CONTROL KEYS

— UP
— DOWN
— LEFT
— RIGHT
— FIRE
SPACE
or use a joystick

THE GAMES

Up to three players can compete together with one pacer team. If less than three players compete there will be two pacer teams.
Each team takes turns to race against two pacers in each segment of the events.

SELECTING TEAMS

For each player (up to three)

Press up/down to highlight the team you require.
Press fire to take the team.
You must select at least one team.
You may start the game with less than three players by pressing fire when 'start' is highlighted.
After team selection the organisers will pick three events at random, to form your “Run The Gauntlet” Challenge.
Details of the craft used in each event will also be shown.

WATER COURSE

Craft Types: Hovercraft, Speedboats, Jet Skis, Inflatables.
Each craft has a different course to navigate.
Press up to accelerate and left/right to rotate the craft in either direction.
Your position on the course is indicated by a flashing point on the map. The other two points are the pacer positions.

NOTE: (C64 Version) You should steer through the flashing buoys (these indicate the correct route).

Hints and Tips

- Overtaking pacers is best done by taking corners tightly or by out powering them on straights.
- Try not to crash into any islands or obstacles as this can be disastrous!
- Beware of underwater explosions.

OFF ROAD COURSES

Craft Types: Quads, buggys, supercats

Hints and Tips

- Overtaking is best done on the straights.
- Watch out for ground blasts (explosions).

The Hill (Assault Course)

This course comprises rough ground, slippery logs, water holes, climbing nets, hills, water cannons and explosions!

Control of the player depends on position on the course.

Normal Ground (Running)

Press left/right without fire to move left/right.

Press fire and up to jump over logs/walls etc.

Hold fire and waggle left/right to increase power.

In The Water

You must sway left and right to advance through water or mud.

Press left to sway to the left.

Press right to sway to the right.

You must sway fully to each side in turn to make any progress!

On the Climbing Net

To make the player climb you must repeat the following sequence

RIGHT/LEFT/DOWN/UP

Each correct position moves part of the body up.

Hints and Tips

- Keep an eye on your power meter as this also relates to your speed.
- Try to keep to a rhythm when in the water or on the net.

SCORING

Each segment is timed, you total time for the three segments is rated and the following points awarded

1st Place	20 points
2nd	15 points
3rd	10 points
4th	5 points

Any player finishing last will be disqualified.

BEACH VOLLEY

The sun's beating down. Rock'n'Roll music's playing. It's time for Beach Volley — let's take on the world!

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.

Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.

This is Beach Volley ... you may even catch a tan!

Before every match a world map will automatically appear to show you your destination.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instructions — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading, type GO 64 (RETURN), then follow C64 instruction.

NOTE: This game loads in a number of parts: follow on-screen instructions.

CONTROLS

Controlled by Joystick only. (2 joysticks for 2 players).

GAMEPLAY

THE CURSOR



The cursor indicates the point where the ball will land. When the ball is near the cursor press the fire button on the joystick to play the ball. It is not necessary for you to be exactly on the cursor to hit the ball. The computer controlled man will pass the ball in the direction you are standing.

In all cases you play the ball on the first touch, and it will automatically go directly to the second player and after the second hit the ball will go to the opposing side.

THE TIMER

You have a limited amount of time in which to win the match.



THE HAND

This indicates which man is in play to be controlled.



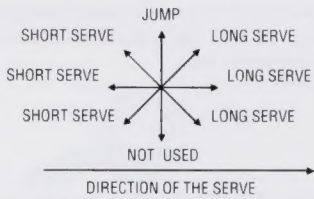
THE SERVICE

There are two kinds of service which can be used:-

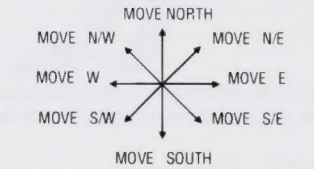
1. Normal service — Press the fire button on the joystick to throw the ball into the air. Press again when the ball is near your hand to hit it.
2. Smash service — Press the fire button on the joystick to throw the ball into the air. Press again with the joystick in the up position to jump. Press a third time when the ball is near your hand to hit it.

The joystick position will control the length of service as indicated below:-

WITH THE FIRE BUTTON PRESSED



Moving the joystick without the fire button pressed will move the player in the appropriate direction as shown below:-



SERVICE DIRECTIONS



The direction in which the service lands will be dependant upon the position of the service player:-

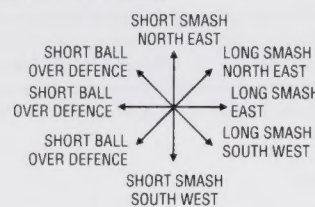
ATTACK

To smash the ball jump by pressing the fire button pushing up on the joystick. When you are in the air wait a few seconds and press the button again to smash the ball.

The direction of the joystick will allow you to do either a short or long smash in the required direction.

If the opposing team smashes the ball you can jump in defence by pressing the fire button and moving the joystick upwards at the same time.

MOVES DURING THE SMASH WITH THE FIRE BUTTON PRESSED



THE BLOCK

If a player from the opposing team tries to smash the ball you can jump and block the ball by pressing the fire button and pushing the joystick up (as for the smash).

If the ball goes past the block you can play again with your second player by pressing the fire button again.

SCORING

The winner will be the first team to reach 7 points or the team with the higher score at the end of the time limit.

HINTS AND TIPS

There are two ways of scoring

- A) By attacking when you have the ball.
- B) By defending when the opposition have the ball.

DURING THE ATTACK

Change your smash position as much as possible.

The closer you are to the second player and the lower the ball, the less time your adversary will have to block you.

It is possible to smash a serve — keep trying!

DURING THE SERVICE

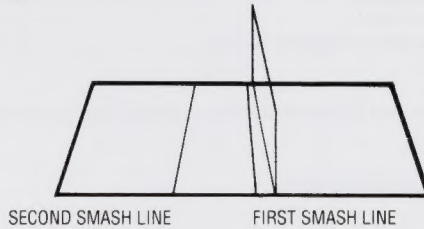
Change the length and direction of your serve as much as possible.
Smashing a service is much faster so use it.

DURING DEFENCE

The block has to jump later than the player smashing the ball.

If your opposition smashes the ball a long way from the net then you must anticipate the correct time to jump.

During the first few levels the computer will not serve too far away from you.
SMASH LINES



BEACH VOLLEY

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:
Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Conversion by Choice Software
Produced by D.C. Ward
©1989 Ocean Software Ltd.

adidas[®] CHAMPIONSHIP FOOTBALL

Adidas Championship Football is a knockout competition between twenty four teams representing the best footballing nations of the world. Guide your team through each successive round until you reach the Final to determine the Adidas Champion of the World. Super smooth scroll focuses on "centre of attention". Simple joystick control gives maximum play flexibility. Featuring team intelligence, unique profile of computer opponent skills and special presentation screens.

LOADING INSTRUCTIONS

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically.

PLEASE NOTE: This game loads in a number of parts follow on screen instructions.

CONTROLS

This is a one or two player game which is controlled by Joystick and keyboard which is fully redefinable.

Reset Keys

Player 1	Q - UP	PLAYER 2	O - UP
A - DOWN		L - DOWN	
W - LEFT		U - LEFT	
E - RIGHT		I - RIGHT	
Z - FIRE		M - FIRE	

F7 will pause the game during the match only.

Please note that the joystick should be in port two if a one player game is selected.

BEFORE THE FIRST MATCH

- i. Choose either the one or two player game
- ii. Each player selects which country to represent
- iii. The draw takes place

(Each of these screens appears automatically upon exiting previous screen.)

SCREEN ONE - one/two player

Move arrow left or right and press fire to select one player game or two player game.

SCREEN TWO - select your country.

Move cursor over the correct flag and press fire

SCREEN THREE - the draw.

The computer randomly selects four teams for each of the six groups. Press fire to speed up the selection process.

THE COMPETITION

ROUND ONE

The four teams in each group play each other once. The top team in each group and the two best second teams then progress to the quarter finals. If a match ends in a draw an extra period is played with the first team to score being declared the winner of the match. If no one scores in the extra period the game is tied.

KNOCKOUT ROUNDS

These are played on a straight-forward knockout basis with the winners progressing to the next round. If scores are equal at the end of the second half, the game goes into a sudden death play off which continues until someone scores.

STARTING OFF

The main menu, which you return to after each match, has an illustration for each of the four options. Position the cursor over the option you want and press fire to select.

The joystick (computer options)

- (1) Music on/off
- (2) Length of match (2, 4 or 8 minutes)
- (3) Define keyboard
- (4) Load and save

The cup and notebook (results)

Use joystick to scroll up and down through the results from the previous rounds.

The football and boots (play match)

The results of the other matches appear one by one until it is your turn to play. The computer shows who won the toss and the match starts. Any other results appear after your match after which you immediately return to the main menu.
The pitch diagram (change formation)

Move the cursor next to the formation you want and press fire. (The pitch diagram shows what each formation looks like.)

THE MATCH

For each country the panel shows:-

Flag of country

Statistics for player nearest ball

(i) Position

(ii) Sprint energy

(iii) Kick power

(iv) Kick angle

There are special illustrations for goal, penalty, free kick, half-time, full-time etc, which appear at the appropriate moment.

HOW TO PLAY

Player one controls the team in the Red strip and Player two (or computer) controls the team in the Blue strip.

The game starts with the kick off. If you won the toss, or if it is your turn, one of your players makes a short pass to you and the game starts.

The player under your control is indicated by a flashing coloured strip. You move the player by pushing the joystick in the desired direction. To dribble run your player into the ball. If kick power is low or zero the ball will be knocked a short way in front of the player in the direction in which he is moving.

To kick the ball, hold the fire button down. Your power bar will begin to fill up; when the desired strength of kick has been reached, release the button. Now run the player into the ball, and the ball will be kicked in the direction your player is running with a speed and strength proportional to the level of power you have chosen.

<

PRO TENNIS TOUR COMMODORE

Pro Tennis Tour lets you enter the world of a professional tennis player. Pack your favorite whites and trusty racket and then travel to the great Grandslam events : Wimbledon, French Open, U.S. Open, and the Australian Open.

You enter as a 64th ranked player. Through determination and practice, you can fight your way up the ranks. Like the pros, you work the courts and establish a game style all your own.

3. LOADING THE GAME

For loading instructions, see the Command Summary Card included in the package. You'll also find details on how to control your player and keys that you can use with the game.

● **Cassette version :** Insert the PRO TENNIS TOUR cassette in the machine and switch your micro-computer on.

C 64 : Press the SHIFT and RUN/STOP keys simultaneously, then press the PLAY key on your machine. The game loads automatically.

C 128 : Enter C 64 mode. To do this, after having switched on your micro-computer, press the keys RESET and COMMODORE simultaneously. Press the keys SHIFT and RUN/STOP simultaneously, then press the PLAY key of your machine. The game loads automatically.

— After a few minutes, the name and date of a tournament appear on the screen. You must therefore type in the surname of the winner of this tournament, on the keyboard. To do this, consult the appendices of the manual. You must only enter the surname of the player (do not enter either the initial of the first name or the full stop). When the surname has been entered, you must confirm it by pressing the RETURN key. Then you will see the presentation page appear, followed by the main menu.

CAREFUL : Your joystick must be connected to Port 2.

4. THE MAIN MENU

From the Main Menu you can choose to practice serving and receiving, participate in tournaments, view your current ranking, and adjust the difficulty level GIVE UP. This option enables you to abandon a tournament.

Play

Play lets you play in a tournament. If you just started Pro Tennis Tour, you must enter your name before competing. Enter your name and press Return. Your rank will automatically be 64th. A screen appears announcing the tournament you're about to play in. Press the joystick button to bypass the announcement, then press the joystick button again to bypass the screen announcing your next match.

Matches are played as in real tennis, except that you always have the first serve. Note that you never see your player change sides - for simplicity's sake, your player always appears in the foreground. Your score appears on the screen between games. When the score is on the screen, the match is paused - press the joystick to continue. You can save a tournament in progress after completing one full match.

When the match is over, your final score appears. Press the joystick button to exit to the Tournament menu. If you won your match, select Play again to begin your next match. If you lost your match, selecting Play enters you in the next tournament.

Once you've taken part in Melbourne Open, you're qualified to play in the French Open at Roland Garros (regardless of your score in Melbourne). The next tournament on the circuit is the All England Championship in Wimbledon, followed by the U.S. Open at Flushing Meadow. Tournaments are always played in this order, but you don't have to play a tournament all the way through in order to go on to the next one (see Stopping a Set or Practice Session on the Command Summary Card).

Note : Only the first two matches (the sixteenth and eighth finals) of the tournament can be played in Easy mode. The third match (the quarter final) is always played in at least Advanced mode.

Main Menu
Returns you to the Main Menu.

LEAVING AN OPTION AND RETURNING TO THE SELECTION SCREEN PREVIOUSLY CHOSEN.

To leave an option, press the RUN/STOP key on your keyboard.

— It is not possible to see a REPLAY.

— It is not possible to save a current game (STORAGE) or a ranking (RANKING).

4.2 Practice

Two Players

This lets you play against a human opponent using a second joystick. Unlike the Play mode, you and your opponent change sides after each game.

Machine

Machine lets you practice with an automatic serving machine. Six different programs help you strengthen your strokes. Each program adds a new level of complexity by hitting balls to new locations on the court or introducing a more difficult pattern. Program 1 lets you practice returning the ball from the baseline. Programs 2 and 3 hit balls into the service courts as well as the area just past the service line. Program 4, 5, and 6 let you practice returning the ball from all areas of the court.

The surface type you're practicing on depends on which Tournament you last played in. If you're on a grass court and you want to practice on clay or cement, select Play and go to the Tournament that has the type of surface you want to practice on. Once you're in the tournament with the surface type you want, stop the match and then return to Practice mode.

Grass - Wimbledon
Clay - French Open
Cement - Australian Open or U.S. Open

Service

This lets you work on your serve. You can serve as long as you want.

Main Menu
Returns you to the Main Menu.

4.3 Mode

Easy

When you first load Pro Tennis Tour, you're automatically playing in Easy mode. Serving is relatively simple in Easy mode - the ball always goes over the net, so you really only need to place the crosshair in the correct court to make a good serve. Returning the ball is easy, as if you had an easy-to-handle oversized racket. In addition, a small black cursor indicates where you should position your player in order to hit the ball.

Advanced

In Advanced mode, all of the aids provided in Easy mode are gone. There's no guarantee that the ball will make it over the net when serving, and returning the ball takes greater precision. In addition, there's no longer a small black cursor to help you position your player.

Professional

Playing in Professional mode calls for a more varied approach and sophisticated technique. As professionals, you and your opponent hit harder, so the ball travels faster. It's important that you position yourself quickly and press the joystick button at the right time because your precise position in relation to the ball becomes critical.

Main Menu
Returns you to the Main Menu.

4.4 Ranking

Each player receives a rating measuring his ability and aggressiveness on the court. All players (including you) are ranked according to this score.

When you select Ranking, the ranking chart appears. Use the joystick to scroll through the players on the chart. The number to the right of the player's name is his current rank ; the number to the left is his current rating. When you first load Pro Tennis Tour, your rank is 64th.

You can move up or down the ranking chart according to how well you play in your matches. Remember that only the first 64 players appear on the ranking chart. To exit Ranking, press the joystick button.

You can also edit the players and their ranks as desired. See the Command Summary Card for details.

4.5 Storage

Load Game

In the STORAGE MENU, select the option LOAD GAME allows a few seconds for the program to load. Then go back to the main menu and select first TOURNAMENT and then PLAY.

You can start playing again where you left off during any tournament.

Save Game

After a match has been played and the message "GAME, SET AND MATCH" has been displayed, press the joystick button to exit to the main menu. Select STORAGE in the main menu and then select SAVE GAME. Your last match will automatically be saved, as well as your ranking and the number of points you have gained.

Main Menu
Returns you to the Main Menu.

5. TENNIS TECHNIQUES

5.1 Serving

Serving is a three-step process.

1. Push the fire button on the joystick to toss up the ball.
2. In front of the server on the court, you'll see a crosshair (+). Guide the crosshair over to your opponent's service court (diagonal to you) where you want the ball to land.
3. Push the button to hit the ball. Note : In Easy mode, you don't have to push the button a second time.

NB : in the "ADVANCED" and "PROFESSIONAL" modes, take care to practise before beginning a game. In these modes, you must press the firing button of your joystick a second time to hit the ball, otherwise the ball will land in the net or outside the serving lines.

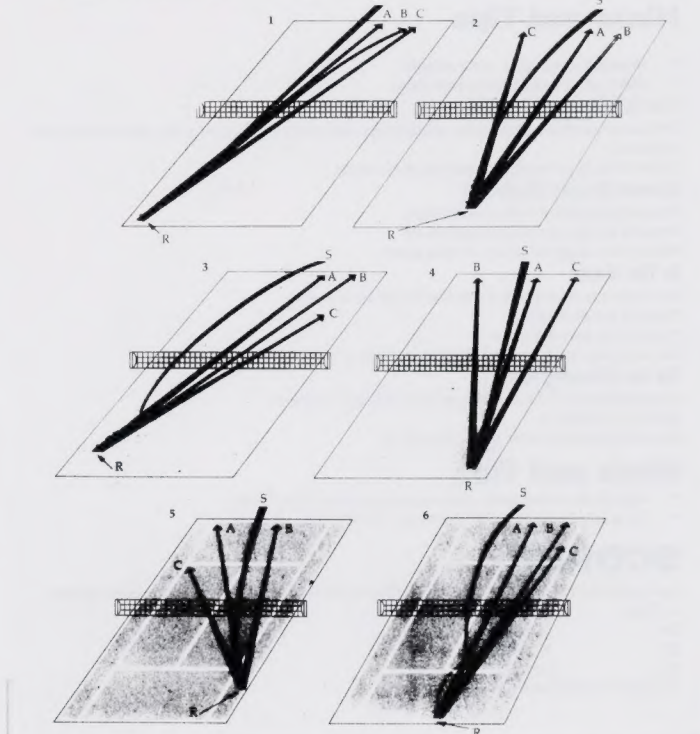
If you're slow in guiding the cursor, the ball will be launched automatically. If you push the fire button too early, the ball will go outside the boundaries.

Use the serve as an offensive attack. Keep your opponent in as defensive of a position as possible (Diagram 1).



5.2 Returning the Serve

When returning a serve, your ability to play as offensively as possible is critical. Diagram 2 shows the areas where you should position yourself to effectively receive and return the ball.



● **RETURNING THE BALL**

During the exchange, press the firing button of your joystick to swing back and release it to send back the ball.

NB : The player stops moving when you press the firing button of your joystick. At this precise moment it is possible to choose the type of hit (LOB or SMASH).

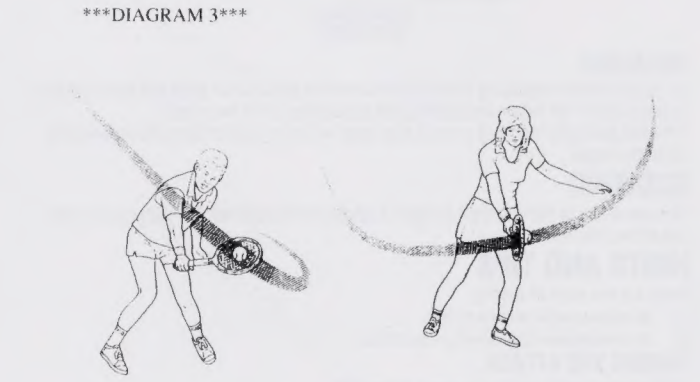
The lob : Before releasing the firing button of your joystick, move the joystick backwards.

The smash : Before releasing the firing button of your joystick, move the joystick backwards.

5.3 Various strokes

Groundstrokes

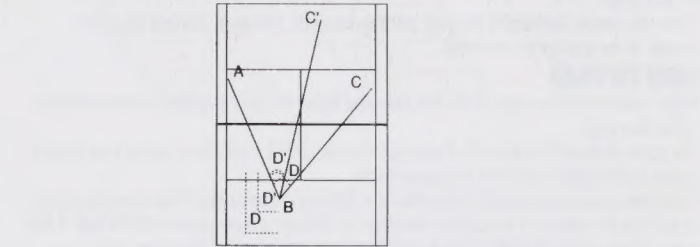
Strokes are defined as contact between the ball and the racket. When you hit the ball after it bounces off the ground once, it's called a groundstroke. The two main groundstrokes are the forehand and the backhand. Whether you hit a forehand or backhand depends on your relation to the arriving ball. In most cases, if you're to the left of the arriving ball, you'll hit a forehand stroke.



The distance between you and the ball influences the angle of your hit. Depending on the spot you aim for, you must be positioned accordingly to determine the return angle. In Diagram 11, the greater D is - the distance between you and the ball - the wider the righthand angle (C) will be. The smaller D is, the smaller the angle will be.

DIAGRAM 4

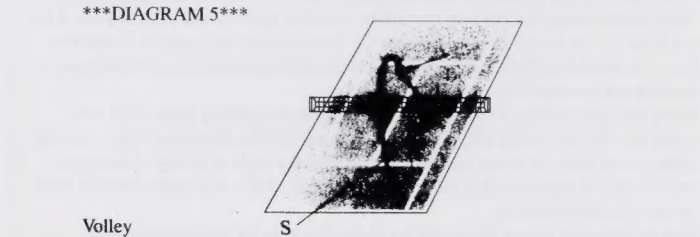
Try not to remain motionless when you're hitting. Stay on the move so



you're just a few steps away from getting into perfect position for the ball. Think ahead and anticipate your opponent's game plan. If you're unable to anticipate your opponent's moves, try to return to the center of the court so you're in relatively good position to return for a ball hit to either your forehand or backhand.

Lob

The lob is a high, arcing hit, usually placed deep in the court. You can use this hit when the opponent runs up to the net and you're in bad position to receive his hit. This forces your opponent to retreat from the net (Diagram 5). In Pro Tennis Tour, the Lob is automatically controlled by the computer.

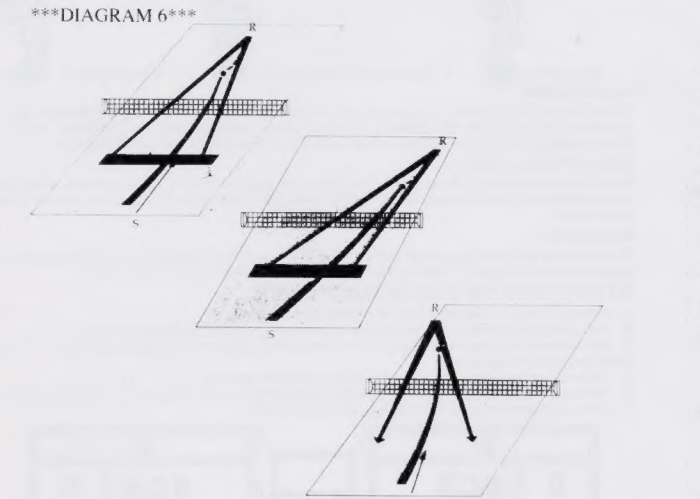


Volley

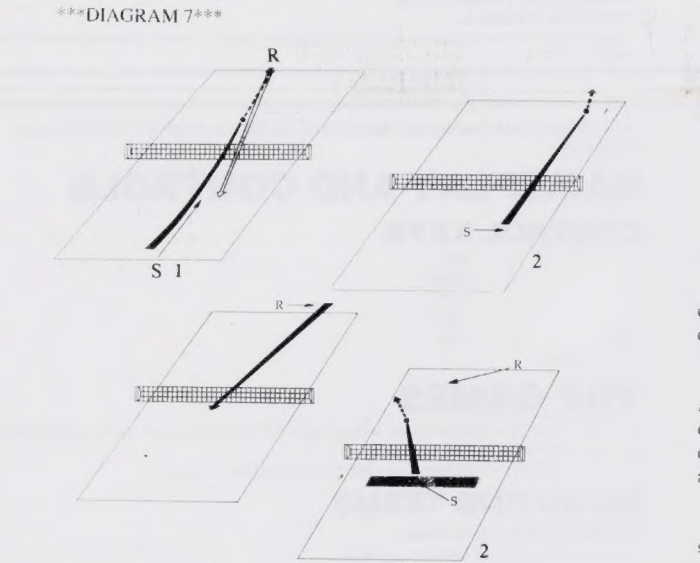
Volley

The volley is an attacking stroke played before the ball touches the ground. It is usually played in the service courts at net position. The volley can be forehand or backhand. When you hit a volley, try to hit the ball across the court as much as possible to increase the chances of it landing within bounds.

Volley serves : This stroke is accomplished by progressing to a volley as the serve is carried out (Diagram 6).



The second volley : This play is carried out after the opponent successfully returns the ball after your initial volley : you close to the net so you can smash the ball (Diagram 7).



5.4 Attacking your Opponent

Down the line shot : You send the ball straight down the sideline (Diagram 8).

Cross court shot : You hit the ball diagonally so it cuts across the court (Diagram 9).

Passing shot : You hit the ball past the opponent to the extreme left or right as he is dashing to the net for position (Diagram 10).

Approach shot : You hit the ball as you approach the net (Diagram 11).

Ship shot : You hit the ball with moderate force to draw your opponent forward (Diagram 12).

Note : A drop shot (Diagram 13) is when you hit the ball just over the net. This is the only attacking shot you can't perform in Pro Tennis Tour.

DIAGRAM 8 through 13



5.5 Spin Techniques on the Ball

The top spin causes the ball to spin downward, pressuring the ball to dip over the net quickly. A top spin also makes the ball travel forward faster once it hits the ground (Diagram 14).

DIAGRAM 14

The underspin causes the ball to spin back towards you. When the ball lands, there is less forward momentum on the ball so it "dies" more quickly.

DIAGRAM 15

The side spin causes the ball to spin right or left, according to which direction you hit it. A side spin curves the trajectory of the ball (Diagram 15).

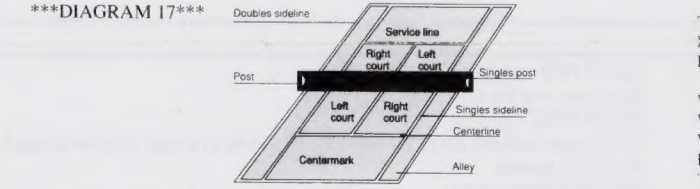
DIAGRAM 16

The computer automatically selects the spin technique depending on ball velocity, type of court surface, and player's position.

6. RULES OF THE GAME

6.1 The Tennis Court

The tennis court is laid out in Diagram 17.



Alley : The alley is used only in doubles play. In singles play, the alley is considered out.

Baseline : You may not hit the ball beyond this line ; if you do, it's out. Centermark : You must stand to either side of the centermark when serving. The side you serve from is set ; you cannot choose for yourself.

Post and singles post : In singles play, you must return the ball over the net and between the singles posts.

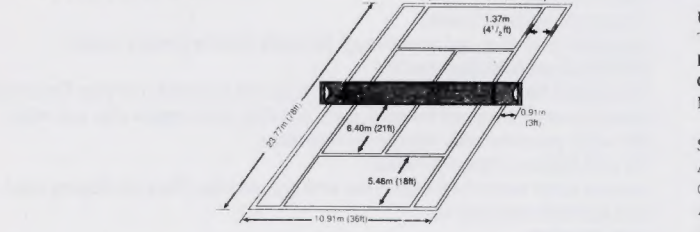
Right and left court : You must hit the ball into one of these areas when serving. You always serve into the court diagonal from the side you're serving from.

Service line : When serving, you may not hit the ball beyond this line ; if you do, it's a fault.

Singles sideline : This is the sideline for singles play. Any ball hit outside of the singles sideline is considered out.

Balls hit on the line are considered in.

Diagram 18 shows the dimensions of a regulation-sized tennis court.



6.2 Scoring

1. For you to score, two things must happen :

- a) You must hit the ball into your opponent's half of the court : the ball must not bounce more than once in your court before you hit it
- b) Your opponent must fail to return the ball to your half of the court.

2. Tennis consists of game, set, and match.

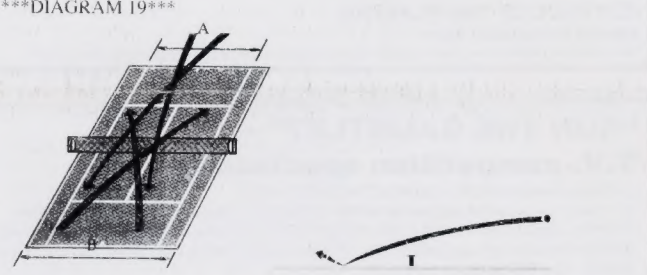
Game : The scoring system is 15, 30, 40, and game. If you and your opponent are tied at 40, it's deuce. At deuce, the first one to win two points in a row wins the game. When you win a point at deuce, you have an advantage ; that means you only need to win one more point to win the game. When a player has an advantage, you'll see "ADV. PL. 1" or "ADV. PL. 2", depending on who has the advantage. If you or your opponent win one point (have the advantage) and then lose the next point, the score returns to deuce.

Set : The first to win six games wins the set. If you're tied at 6 games, you play a tie-breaking seventh game. In this game, the first to reach six points wins the game ; you must win the game by two points. Note : The tie-breaker is not scored like the regular game (i.e., 15, 30, 40, game). Each point won is a single point ; the first to reach six points wins.

Match : Each match consists of five sets. The first to win three sets wins the match.

6.3 Serving

1. You always serve first against the computer. If you're playing against a friend, joystick 2 serves first. You alternate serves after each game. You change ends of the court only when you're playing against a human opponent ; you'll change at the end of the first, third and every subsequent alternate game of each set.



2. You always begin service from the right side of your court, alternating courts on each serve. You must serve the ball into your opponent's service court, which is diagonal from yours (see Diagram 19).

3. You get two chances to get the ball into your opponent's service court. A serve is not good if : a) you hit the ball into the net or b) you hit the ball outside of your opponent's service court. When you miss the first serve, it's called a fault. When you miss the second serve, it's a double fault. If you get a double fault, your opponent gets the point.

4. In contrast to actual tennis rules, you can't randomly select your serving position since it's preselected by the computer to avoid facilitation of aces (a served ball that your opponent never touches with his/her racket). Likewise, you will never commit a foot fault (step over the baseline on your serve).

5. If you hit the net on the first serve and the ball falls into your opponent's service court, it's a let and you get to take the serve over. If it hits the net and doesn't go into your opponent's service court, it's a fault.

6.4 Judges

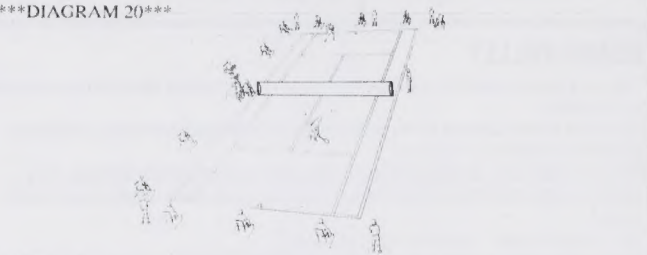
The positions of the judges are shown in Diagram 5. They make the call when the ball goes out of bounds or when there's a service fault.

Umpire : He oversees all play and can overrule a judge or linesman if necessary.

Net judge : He checks that the ball goes over the net cleanly on the serves.

Footfault judge : He checks that the server's feet don't go over the line when he serves. (There is no footfault in Pro Tennis Tour).

Linesman : He checks where the ball lands in relation to the line.



6.5 Time Outs

There are no limit on number of time outs or lengths of time outs in Pro Tennis Tour. See your Command Summary Card for instructions on how to pause the game.

6.6 Penalties

The only penalty in Pro Tennis Tour is the following : if you wait more than 30 seconds before serving the referee will shout out "TIME" and you will have a penalty point.

Limited Warranty

UBI SOFT provides the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), with the following limited warranties :

Media - UBI SOFT warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship. Software - UBISOFT warrants that the software, as originally purchased, will perform substantially in conformance with the specification set forth in the packaging and in the user manual.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the following address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. UBI SOFT or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price. UBI SOFT 1, Voie Félix Eboué 94000 CRETEIL FRANCE

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the following address. Enclose a statement of the defect your name, your return address, and a check or money order for £4.50 (sterling pounds)

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions : UBI SOFT EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD.

Limitation on Damages

UBI SOFT SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF UBI SOFT OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Unless indicated otherwise, all software and documentation is © 1988, 1989 UBI SOFT. All Rights Reserved.

NOTICE

UBISOFT RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR, WRITTEN CONSENT OF UBI SOFT 1, Voie Félix Eboué 94000 CRETEIL FRANCE.

ATTN : CUSTOMER SERVICE.

UBI SOFT MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". UBI SOFT MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE UBI SOFT LIMITED WARRANTY.

SOFTWARE © 1989 UBI SOFT. ALL RIGHTS RESERVED.

© 1989 UBI SOFT. ALL RIGHTS RESERVED.

Amiga is a registered trademark of Commodore-Amiga, Inc.

Atari and ST are registered trademarks of Atari Corporation.

IBM is a registered trade mark of International Business Machines, Inc.

Tandy is a registered trademark of Tandy Corporation.

Pro Tennis Tour is a trademark of UBI SOFT & 1989 UBI SOFT.